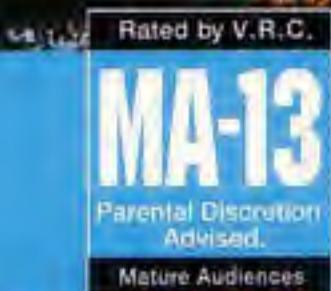


SEGA™

SEGA  
SOULS

# THIRD WORLD WAR

TM



EXTREME

ENTERTAINMENT HANDBOOK

LICENSED BY SEGA ENTERPRISES, LTD. FOR PLAY ON THE SEGA CD™ SYSTEM.

## **WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures of epilepsy. If you, or anyone in your family has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsions—**IMMEDIATELY** discontinue use and consult your physician before resuming play.

## **WARNING TO OWNERS OF PROJECTION TELEVISIONS**

STILL PICTURES OR IMAGES MAY CAUSE PERMANENT PICTURE-TUBE DAMAGE OR MARK THE PHOSPHOR OF THE CRT. AVOID REPEATED OR EXTENDED USE OF VIDEO GAMES ON LARGE-SCREEN PROJECTION TELEVISIONS.



This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA CD™ SYSTEM.



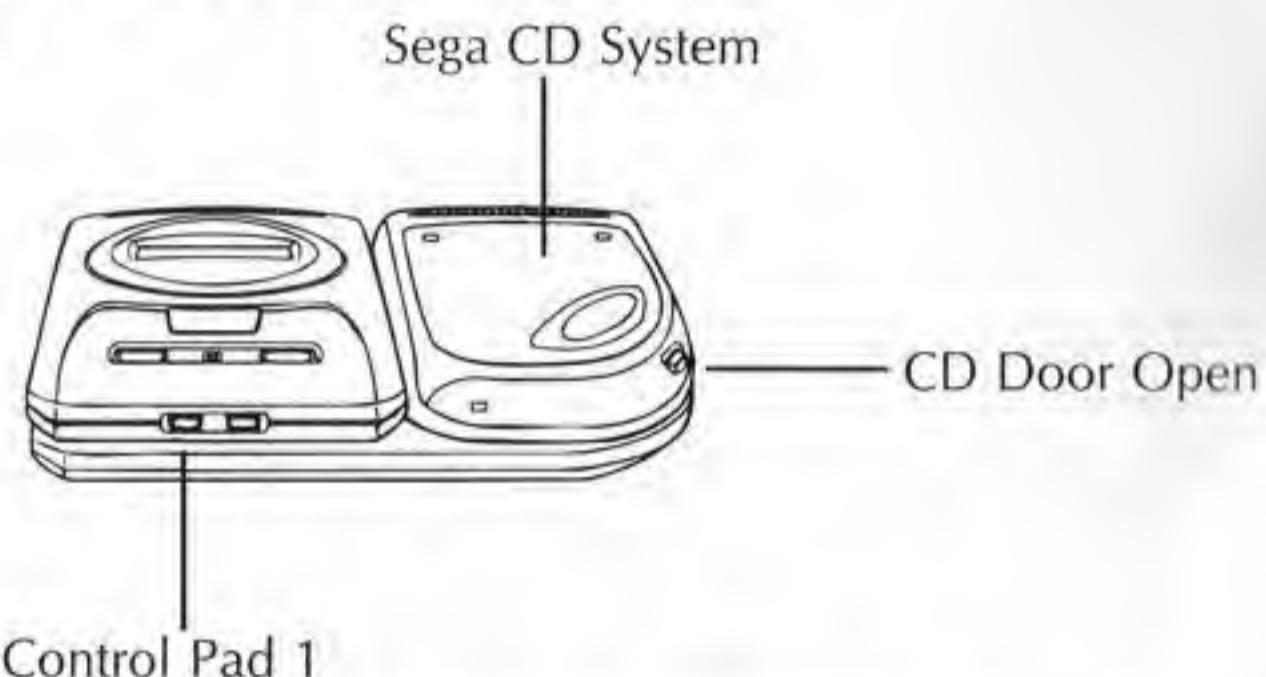
## **HANDLING YOUR SEGA CD DISC**

### **Instructions**

- The Sega CD Disc is intended for use exclusively with the Sega CD™ System.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega CD Disc.
- **KEEP YOUR SEGA CD DISC CLEAN.** Always hold by the edges, and keep it in its case when not in use. Clean with a lint-free, soft dry cloth—wiping in straight lines from the center to edge. Never use solvents or abrasive cleaners.



## CONTENTS: GETTING STARTED



1. A Genesis Controller should be plugged into the "Control 1" port on your Sega Genesis.
2. Make sure that there is not a game cartridge in your Sega Genesis System and follow all Sega CD System directions to activate your Sega CD System.
3. Follow Sega CD System directions to OPEN the Sega CD drive. Press the Reset Button and the disc tray will open.
4. Carefully place your **THIRD WORLD WAR™** CD game disc in the Sega CD System with the label-side facing Up. Press the Start Button to close the tray and begin play.



## INTRODUCTION

The world has changed dramatically in the 1990s. Developed nations are seeking to reduce arms, and the polarizations of the Cold War that spanned over a half century are beginning to crumble.

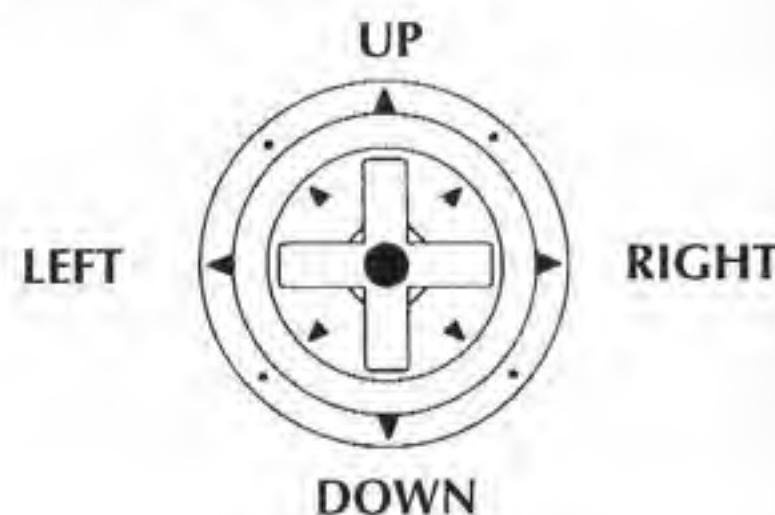
But the problems of race, religion and economics loom large, posing enormous obstacles to the human race. Without the old Cold War structures to contain them, wars are raging in every region of the planet. Developing nations are acquiring nuclear capabilities. Is the possibility of limited nuclear war even greater today than during the Cold War?

Only you can answer that question...Mr. President! Take full control of any of 16 nations and rewrite history according to your own rules. Be Japan and use your economic prowess to overtake Germany's stock market and service industries...fortify your terrorist armies in Libya and start a revolution against Saudi Arabia...deploy the almighty U.S. military and launch a full-scale airstrike on Iraq's nuclear arms factories...

Develop industries, make foreign investments, conclude treaties, boost law and order, stimulate international relations... You've got the whole world in your hands—and the big red button under your thumb. Beware! One wrong move could ignite World War III!

# THE CONTROLLER

This manual refers to the following directions:



# GAME CONTROL SUMMARY

## *Strategic Controls*

| <u>Button</u> | <u>Result</u>  |
|---------------|--|
| D-Pad Right   | Country/Menu selection;<br>decrease value settings               |
| D-Pad Left    | Country/Menu selection;<br>increase value settings               |
| D-Pad Up      | Country/Menu selection;<br>increase value settings               |
| D-Pad Down    | Country/Menu selection;<br>decrease value settings               |
| Start Button  | Start game/Indicate the end of a turn                            |
| Button A      | Not used under most circumstances                                |
| Button B      | Return to previous menu/bypass message<br>lines and info screens |
| Button C      | Select/Verify and takes you to next menu                         |

## *Combative Controls*

| <u>Button</u>    | <u>Result</u>              |
|------------------|----------------------------|
| D-Pad            | Controls cursor movement   |
| Start Button     | Pause game                 |
| Button A + D-Pad | Scrolls the game map       |
| Button B         | Cancel                     |
| Button C         | Select/Verify/Open windows |



## MENU SCREEN



Press the **START BUTTON** during the demo screen to call up the **Menu Screen**. To make a selection under the **Menu Screen**, press the **D-PAD UP** or **DOWN** to highlight a selection and press the **START BUTTON** or **BUTTON C** to enter your selection. The following is a list of options available on the **Menu Screen**.

### **Load Game**

Here you can continue play on a previously saved game.

### **New Game**

This allows you to start a new game.

### **Options**

Here you can re-configure the button assignments or choose to sample the various background music (BGM) tracks in the game.



## LOAD GAME

Toggle **LEFT** or **RIGHT** with **D-PAD** to highlight **LOAD** and press **BUTTON C**. A pink frame will stop flashing, indicating that the **LOAD** command has been selected. Scroll **UP** and **DOWN** through the files with the **D-PAD**, highlight the back-up data desired and press **BUTTON C** to load the data.

Press **BUTTON B** to cancel the command. Highlight **EXIT** and press **BUTTON C** to return to the **Menu Screen**.

## OPTIONS MENU

### **Control Button Settings**

This option allows you to re-configure the button assignments on your Control Pad by pressing **UP** or **DOWN** on the **D-PAD**. Press the **START BUTTON** to enter your new configurations and return to the **Options Menu**.

- Restarting or resetting the game will reset the controls to the original default controls. Saved games will keep the re-configured control settings.

### **CD Play**

This option lets you listen to any music from the game—simply highlight the desired function and press the **START BUTTON**. The icons work just like your audio CD player. When you've finished listening to the tracks, highlight **EXIT** and press the **START BUTTON** or press **BUTTON B** to return to the **Options Menu**.



## NEW GAME

Highlight **NEW GAME** and press the **START BUTTON**. Now you can choose a scenario.

### **Scenario Screen**

To select a scenario, press the **D-PAD UP** or **DOWN** to highlight the desired scenario and press the **START BUTTON** or **BUTTON C** to enter that selection. The following is a list of scenarios and their descriptions:

#### **Scenario 1: The Third World War**

This scenario simulates the current global environment. The United States has assumed the role of the only remaining superpower. Russia and China no longer have the economic means to maintain their military might. Japan, Germany, France, and the United Kingdom are fundamentally weak militarily, while Iraq, Libya, and South Africa are starting to make waves.

We suggest beginners start out playing the game as the United States.

#### **Scenario 2: The Cold War**

This is the last chapter in the Cold War. The polarization of the United States vs. Russia is established and both nations are becoming impoverished due to overspending on military expansion. Concentrate on domestic affairs and rebuild your nation if you want to succeed.

#### **Scenario 3: War of the Pacific Powers**

This scenario has Japan becoming a major superpower, having swallowed-up numerous ASEAN (Alliance of South East Asian Nations) nations. Battle lines have been drawn with East Asia pitted against North America. Aid to revolutionaries and terrorists of the hostile camps in the vassal states are especially effective in this scenario.



#### **Scenario 4: Chaos**

This scenario focuses on a situation where developed nations disarm while the developing nations attempt to fortify their military base. Iraq, Libya, South Africa, and India are currently in the process of building empires.

#### **Scenario 5: The Economic Struggle**

This scenario focuses on the role of economic warfare in the global environment. Rather than concentrating on military might, nations plot to overtake the world with their economic prowess.

If you are a beginner, you may want to start as Japan, Germany, or the United States.

### **Nation Select Screen**



To choose a nation, scroll through the list of 16 countries by pressing your **D-PAD UP**, **DOWN**, **LEFT**, or **RIGHT**. The country name, national flag, and geographic territory of the nation will appear on the screen. When the nation of choice is displayed (highlighted on the World Map), press the **START BUTTON** or **BUTTON C** to enter your nation selection and begin play.



## NATION SELECTION MENU

The following is a list of 16 countries—40 areas in all—that you can play/control in the game.

| <b>Nation</b>         | <b>Description</b>   |  |
|-----------------------|--|--|
| <b>United States</b>  | Easily favored to obtain military and/or economic world domination. The U.S. is a good nation choice for beginners.                          |  |
| <b>Russia</b>         | Russia has all the makings of becoming a world dominator.  |  |
| <b>Japan</b>          | While in the shadow of other great empires, Japan has great potential for achieving economic world domination.                               |  |
| <b>Germany</b>        | Being well-balanced economically and militarily, Germany is a nation very capable of world domination.                                       |  |
| <b>China</b>          | Population is China's main strength. Your naval forces are slightly weak, so avoid attacks by amphibious landing.                            |  |
| <b>France</b>         | France is a nation of average development. Concentrate your efforts on economic investments.   |  |
| <b>United Kingdom</b> | Use the strengths of an island nation to increase your naval powers.   |  |
| <b>India</b>          | Be careful with your expansion. Hostile camps exist in every direction.  |  |
| <b>South Africa</b>   | South Africa's geographic position is its strength.  |  |
| <b>Brazil</b>         | First conquer South America. Then set your sights on the rest of the world.  |  |
| <b>Australia</b>      | Focus on domestic affairs first, then put all your energies into developing national wealth and military strength.                           |  |
| <b>Canada</b>         | Canada is a relatively stable area. Focusing on domestic affairs is the way for this country to gain power.                                  |  |
| <b>Iraq</b>           | International distrust for Iraq doesn't affect the nation's performance. Don't hesitate to launch as many attacks and invasions as possible. |  |
| <b>Israel</b>         | Israel takes pride in being the greatest military power in the Middle East. You should be aggressive in military invasions.                  |  |
| <b>Saudi Arabia</b>   | An arms buildup is urgently needed. An all-out war with neighboring Iraq is long overdue.  |  |
| <b>Libya</b>          | Support terrorist factions and revolutionaries to pave your way to victory.  |  |





# MAIN MENU



The **Main Menu** is where you'll find the following:

## COMMAND MENU

Use this menu when you want to issue a command.

## MILT/ECON

The numbers displayed here indicate the number of areas you have conquered.

## POPULATION

Your country's population will increase yearly. Your population will decrease based on world events, such as attacks on your cities.

## GNP

The Gross National Product (GNP) will affect the amount of income available per month. You can increase the funds available by selecting DEVELOP INDUSTRY on the **National Command Menu**.

## SUPPORT FOR GOVERNMENT

Public support for the government is represented by a percentage. This figure directly affects the yearly increase of your GNP. You can increase funds by using the **MANIPULATE MEDIA** command on the **National Command Menu**.

## NATIONAL MORALE

Represented by a percentage, this figure will affect the amount of income available to you each month. You can increase funds by using the **INCREASE TAX AUDITS** on the **National Command Menu**.

## LEVEL OF LAW AND ORDER

Represented by a percentage. Choose **BOOST LAW AND ORDER** on the **National Command Menu** to increase your nation's domestic stability.

## LEVEL OF INTERNATIONAL TRUST

Represented by a percentage, this figure will be affected by how you use **TREATIES** and **COVERT OPERATIONS** commands on the **International Command Menu**.

## BUDGET AVAILABLE

This represents the total funds available to your nation.

## MILITARY STRENGTH

This displays how many military units you have at your command. Each nation has Ground, Naval, Air, and Satellite Forces available as its armed forces.



## MAIN MENU [CONT'D]



### The world map appears when:

- you indicate the target location for the commands;
- you have completed a month's worth of commands and finished your turn.

As in real life, crises can happen at any moment. The Info Line provides you with up-to-the-minute information on critical events taking place around the world (natural disasters, wars, sanctions, etc.).



## USING THE COMMAND MENU

Press the **D-PAD LEFT** and **RIGHT** to cycle through the commands on the **Command Menu** and press **BUTTON C** to call up the sub-menu for that command. Press the **D-PAD UP** and **DOWN** to scroll through the sub-menu and press **BUTTON C** for sub-menu commands. **BUTTON B** will take you back to the previous menu.

To increase or decrease the digit values of any item in the sub-menu, press **BUTTON C** to position the cursor accordingly and move the **D-PAD UP** or **DOWN** (move the **D-PAD LEFT** or **RIGHT** to add or subtract digits). When you've completed entering the correct amount, press **BUTTON C**. Once you've entered all your commands, the **Confirm Command Menu** will appear. Highlight **YES** and press **BUTTON C** to continue play.

When you have finished your turn, press the **START BUTTON** while the **Command Menu** is open, or open the **Option Info Command Menu** and select **END TURN**.

The number of commands available per month depends upon the number of regions/areas your nation occupies. Initially, you will be allotted three commands per turn. If you have five regions or more, you will start out with four commands. The number of commands available per turn increase as your territory grows.



# COMMAND MENU AND SUB-MENU

| MILITARY                             | IN                           | INTL    | NATL | INFO | OPT. |
|--------------------------------------|------------------------------|---------|------|------|------|
| <b>RECRUIT TROOPS</b>                | U.S.A.                       | 50000   | 5    |      |      |
| <b>DEVELOP WEAPONS</b>               | POPULATION                   | 223000K |      |      |      |
| <b>FORM UNITS</b>                    | GNP                          | 5681.00 |      |      |      |
| <b>SUPPORT FORCES</b>                | SUPPORT FOR GOV              | 50%     |      |      |      |
| <b>DEPLOY ABROAD</b>                 | NATIONAL MORALE              | 50%     |      |      |      |
| <b>AIR STRIKES</b>                   | LEVEL OF LAW & ORDER         | 43%     |      |      |      |
|                                      | LEVEL OF INTERNATIONAL TRUST | 68%     |      |      |      |
|                                      | BUDGET AVAILABLE             | 65.00   |      |      |      |
| HUMAN>251MILITARY> 331R&B>4118SPACE> | 88                           |         |      |      |      |
| COMMANDS REMAINING: 4                |                              |         |      |      |      |

The following is a list of commands and their corresponding sub-commands:

## Command Menu

MILT

ECON

INTL

NATL

INFO

OPT.

## Sub-Commands Available

RECRUIT TROOPS  
DEVELOP WEAPONS  
FORM UNITS  
SUPPORT FORCES  
DEPLOY ABROAD  
AIR STRIKES

FOREIGN INVESTMENT  
ECONOMIC AID  
AID TERRORISM  
AID REVOLUTIONS

FORM TREATIES  
COVERT OPERATIONS

DEVELOP INDUSTRY  
INCREASE TAX AUDITS  
BOOST LAW & ORDER  
MANIPULATE MEDIA

GNP  
MILITARY STRENGTH  
INTERNATIONAL RELATIONS  
FILE COMMANDS  
MUSIC ON/OFF  
END TURN

# MILITARY COMMANDS

These commands relate to military units available and are used mainly to secure military control. If another country holds any interests in the nation you've just conquered, those interests will become null and void.

**Remember:** Your nation usually receives \$800 million per month for any nation it economically dominates. Any military damage (in dollar amounts) you inflict on a nation during a military invasion will be deducted from this monthly revenue until you have paid for all damages. Damages from a military invasion usually far exceed the amount you will receive from your occupation; thus you may not see an invasion payoff for many years.

## Recruit Troops

- Maximum number of soldiers available to recruit—50,000
- Maximum amount available for advertising—\$10 billion

Weaponry alone will not help the armed forces to operate. You must also assign military personnel to each unit. The larger your advertising budget, the more troops you can raise without affecting national resources. Beware—if you attempt to conscript large numbers of soldiers, it will severely affect your national resources, including GNP, Level of International Trust and Level of Government Support.

## Develop Weapons

If you allocate a budget for the research and development of a new weapon (when a new weapon appears on your list of weapons to develop), you will be able to manufacture and build that weapon.



# MILITARY COMMANDS [CONT'D]

## **Super Weapons**

It is very important to develop Super Weapons. These weapons will augment and improve your current arsenal. Once developed, you have an unlimited amount of Super Weapons. The following Super Weapons are available:

### **AERIAL SURVEILLANCE SYSTEM (AS SYSTEM)**

Detects enemy air force movement. Effective in both amphibious landings and army battles to increase defenses against enemy air forces.

### **OCEAN SURVEILLANCE SYSTEM (OS SYSTEM)**

Detects enemy's naval movements. Effective in both amphibious landings and army battles to increase defenses against the enemy's navy.

### **EARLY WARNING SYSTEM (EW SYSTEM)**

Allows you to detect an enemy attack earlier (thus enabling you to have more troops in the overseas territories when the enemy attacks).

### **SURFACE-TO-SHIP ATTACK SYSTEM (SSA SYSTEM)**

Increases offensive capabilities against enemy ships.

### **AEGIS SYSTEM**

Increases defensive capabilities against an enemy's navy.

### **STEALTH TECHNOLOGY (STEALTH TEC.)**

Increases offensive capabilities against enemy air forces.

### **ANTI-AIR LASER SYSTEM (AAL SYSTEM)**

Decreases accuracy of an enemy's laser attacks.

### **EMP WEAPON**

Decreases an enemy's early detection capabilities.

### **ANTI-SATELLITE ATTACK SYSTEM (ASA SYSTEM)**

Increases the offensive capabilities of your satellites.

### **SUPERCONDUCTOR TECHNOLOGY (SCON TEC.)**

Detects enemy attacks early. Also provides greater ability of avoiding enemy support force bullets during ground combat.

### **POWERED SUIT**

Increases overall offensive power.

### **ORBITING SPACE SHIP UNIT (OSS UNIT)**

Slightly decreases enemy's early detection capabilities.

### **SPACE CRUISER**

Increases overall defensive strength by four times.

### **ESPER UNIT**

Decreases enemy's early detection ability and doubles your nation's offensive and defensive abilities.

**Remember:** If the enemy has the same weapons, the effectiveness of yours may be reduced.

## **Form Units**

- A maximum of 20 units may be formed (only 16 of which can be deployed overseas).
- A maximum of 4,080 vehicles may be constructed.
- A maximum of 255,000 troops may be raised.

If there is a surplus in your contingency fund, you should prepare for emergency situations and equip your military accordingly. Purchasing weapons can be conducted under the guise of forming units. To purchase a weapon, select the weapon in the window, input a dollar amount and make your purchase.

**Remember:** If you are short on the number of soldiers you have, you may not be able to use all the weapons available.



# MILITARY COMMANDS [CONT'D]

## **Support Forces**

This allows you to build up all military weaponry (naval, air and satellite forces)—except ground/armed forces. Armed forces alone are not your only military strength. When you wage war on a nation outside the geographic regions you control, it's necessary to use naval forces. If you use air and satellite forces against them, your casualties will be fewer.

**Remember:** Weapons that have not completed research and development cannot be built and used.

The following is a list of Support Forces available to you:

### **AIRCRAFT CARRIERS**

Used to deploy combat aircraft for amphibious landing operations. Depending upon the nation's military strength, it may be necessary to invest in research and development (**DEVELOP WEAPONS** under MILT COMMAND) prior to building a carrier.

### **SUBMARINES**

Deploy for amphibious operation—mainly as a support force for ground combat. Submarines can always be built in **SUPPORT FORCES** under MILT COMMAND without any research and development.

### **OTHER WARSHIPS**

Deploy for amphibious operation—mainly as a support force for ground combat. Warships can always be built in **SUPPORT FORCES** under MILT COMMAND without previously funding research and development.

### **COMBAT AIRCRAFT**

Deploy for amphibious operation—mainly as a support force for ground combat. Combat aircraft can also be built in **SUPPORT FORCES** under MILT COMMAND without any research and development.



## **SPY SATELLITE**

Using the spy satellite allows you to detect enemy attack earlier, so you can have more troops deployed—even in your overseas territory—when the enemy attacks. Support Force items should be purchased after research and development. They are very expensive, so don't deploy them during ground combat; the results are seldom worth the expense.

## **SPACE-TO-GROUND ATTACK SATELLITE (SGA SATELLITE)**

This piece of weaponry attacks the indicated area on the ground battlefield. This item is also used for Air Strikes.

## **SPACE ATTACK SATELLITE (SA SATELLITE)**

This piece enables you to use satellite support during ground combat.

## **ORBITING STATION**

This satellite implements the capabilities of the other three satellites combined.

## ***Deploy Abroad***

This command allows you to wage war on another nation. This is a good command to use when you want to invest in a nation with a weak military base, or a powerful economy. To deploy troops abroad, you must specify the target nation and the number of troops you wish to deploy. Selection of the target nation is done on the **World Map Screen**. If you win the war with that nation, all economic control by other nations is null and void, and military control will be established by your nation.

If your military budget is low, you can still deploy troops, but this will cause your GNP to decline. (See *Going To Battle* on page 33 for more details on combat.)



# MILITARY COMMANDS [CONT'D]

## Air Strikes

Use air strikes to wage war without deploying your ground forces. If you launch a successful strike on an enemy target, that nation's economic power will decline, but your nation's level of international trust will also decline.

**Remember:** Strong nations have the power to counter strike. If your capital experiences severe damage from a massive enemy counter strike, the game may end.

The following are the Air Strike Weapons available (all of them affect a nation's GNP):

- Chemical Weapons
- Nuclear Weapons
- Cruise Missiles
- ICBMs  
(Very powerful.)
- Space-to-Ground (SGA) Attack Satellites

(Less powerful than ICBMs, but more accurate. Also affect a nation's Military. These are also used for Support Force.)

- Mass Weapons  
(A giant meteor. Also affects a nation's Military.)



# ECONOMIC POLICIES

| MIL | ECONOMIC          | STL   | NATL                    | INFO        | OPT.      |
|-----|-------------------|-------|-------------------------|-------------|-----------|
| APR | FOREIGN<br>INVEST | S. A. | \$100M                  | 5           |           |
|     | ECONOMIC<br>RIO   |       | POPULATION              | 223000K     |           |
|     | RIO<br>TERROR     |       | GNP                     | 5681.00     |           |
|     | RIO<br>REVOLUTN   |       | SUPPORT<br>FOR GOV      | 58%         |           |
|     |                   |       | NATIONAL<br>MORALE      | 58%         |           |
|     |                   |       | LEVEL OF<br>LAW & ORDER | 43%         |           |
|     |                   |       | LEVEL OF<br>STATE TRUST | 68%         |           |
|     |                   |       | BUDGET AVAIL            | 65.00       |           |
|     |                   |       |                         |             |           |
|     |                   |       | ARMY: 2510              | VILLE: 3310 | THY: 4118 |
|     |                   |       | SPACE: 88               |             |           |
|     |                   |       |                         |             |           |
|     |                   |       | COMMANDS REMAINING: 4   |             |           |

These commands relate to economics and are used primarily for establishing economic control.

After selecting the target nation from the World Map, select the area you want to affect—stock market, real estate, manufacturing, or transportation and service industries—and then select the amount you wish to invest. Your success depends on the amount of the investment and the economic strength of the nation you wish to take over.

**Remember:** Your nation usually receives \$800 million per month for any nation it economically dominates. Any military damage (in dollar amounts) you inflict on a nation during a military invasion will be deducted from this monthly revenue until you have paid for all damages. Damages from a military invasion usually far exceed the amount you will receive from your occupation; thus you may not see an invasion payoff for many years.

## Foreign Investment

This command allows you to attempt to conquer another nation economically. When you control all four areas—the stock market, real estate, manufacturing and the transportation and service industries—then and only then can you control that nation's economy. To invest abroad, you must indicate the nation you wish to invest in, industries you want to invest in and the amount of your



## ECONOMIC POLICIES [CONT'D]

investment. The success rate of your endeavor will depend on the presence of economic control by other nations in the target country, the economic strength of the target country and the presence of your own nation's economic control in the target nation's industrial base. When control has been established in that industry, your nation's flag will be displayed there.

### **Economic Aid**

This command will increase the economic strength of the country whose economy you already control. This doesn't mean that the monthly revenue you receive from the target nation will increase, but your protection from foreign investment by other countries will increase. If the economic strength of your newly acquired nation is too low, it may be acquired by another country.

### **Aid To Terrorism**

This command will help you reduce the economic strength of a targeted nation and help weaken a country that is attempting to take economic control from you. When successful, the targeted nation's economic power will decline. The actual investment amount, the funds allocated to covert operations by both the attacking and defending nations and their levels of law and order, all figure into determining its rate of success.

### **Aid To Revolution**

The result of this command is far more devastating than that of **AID TO TERRORISM**. Here, all your guerilla forces invade the target nation at the same time. If you succeed at this command, any other nations controlling various industries will crumble immediately and become neutral. Consequently, it is harder to succeed with this command than with the **AID TO TERRORISM** command. The actual investment amount, the funds allocated to covert operations by both the attacking and defending nations, and their levels of law and order, all figure into determining its rate of success.



## INTERNATIONAL POLICIES

| MILT     | ECO          | FOREIGN POLICY | RTL              | INFO                | OPT. |
|----------|--------------|----------------|------------------|---------------------|------|
| APR 1995 | TRETTIES     | SILT 5         | GRUN 5           |                     |      |
|          | COVERT OPERT | ILATION        | 223800K          |                     |      |
|          |              |                | 5681.00          |                     |      |
|          |              |                | 58%              |                     |      |
|          |              |                | 58%              |                     |      |
|          |              |                | 43%              |                     |      |
|          |              |                | 68%              |                     |      |
|          |              |                | 65.00            |                     |      |
|          |              |                | BUDGET AVAILABLE |                     |      |
|          |              |                | 2518             | 331RIR>4118SPBCE>   | 88   |
|          |              |                |                  | COMMANDS REMAINING: | 4    |

Whether it's imperialism or peace you want, the etiquette of international politics states that you must make your position clear. Your nation's international policies can increase friendly relations with other nations, make requests for economic aid, begin destructive activities against other nations, etc.

### **Treaties**

It costs nothing to make a treaty with another nation. In addition, it's wise to conclude treaties and establish friendly relations with nearby military superpowers. The success rate of treaty conclusion will change according to your own nation's level of international trust. The following is a list of treaties and their possible consequences:

#### Activity

#### **Non-Aggression Pacts**

#### **Security Treaties**

#### **Trade Agreements**

#### **Economic Aid**

#### **Abrogate Treaty**

#### Result

Most nations conclude these types of treaties in the early stages of the game.

If you have this treaty agreement, odds are you will not be attacked.

If successful, your budget will grow in the November turn.

If successful, \$5 billion will be added to your budget.

Cancels treaty.



## INTERNATIONAL POLICIES [CONT'D]

### *Covert Operations*

This command will cost you \$1 billion. Each nation has different strengths and weaknesses that will affect outcome.

#### Activity

#### **Covert Economic Operations**

#### Result

If successful, the GNP of the target nation drops.

#### **Operations to Destroy Bases**

If successful, the target nation's military base level declines.

## DOMESTIC POLICIES

| MILT                  | ECON | INTL                 | DOMESTIC | POLICY  | INFO | OPT. |
|-----------------------|------|----------------------|----------|---------|------|------|
| APR 1995              | U.S. | DEVELOP INDUSTRY     | 5        | 5       |      |      |
|                       |      | INCREASE TAX REV.    | 223000K  | 5681.88 |      | 50%  |
|                       |      | BOOST LAW/ORDR       |          |         |      | 50%  |
|                       |      | MANIPUL MEDIA        |          |         |      | 50%  |
|                       |      | LEVEL OF INFLTRATION | 43%      |         |      | 68%  |
|                       |      | BUDGET AVAILABLE     | 65.88    |         |      |      |
| 2510                  | 3310 | 4110                 | SPACE    | 88      |      |      |
| COMMANDS REMAINING: 4 |      |                      |          |         |      |      |

These commands affect domestic policy.

### *Develop Industry*

- Maximum dollar amount available for Industrial investments—\$6,553.5 billion.

To establish a country's stability, it's important to strengthen the domestic economy. By investing in developing industries, your GNP will increase and your monthly revenues will grow greater. Even if it's a minimal amount, small investments will guarantee your nation a bright future. The **DEVELOP INDUSTRY** command requires a minimum investment. The minimum investment amount varies according to your nation's strength.

### *Increase Tax Audits*

- Maximum dollar amount available for Audit investments—\$6,553.5 billion.

This command allows you to catch tax evaders and increase your tax base. There will be detractors, but the population will support your decision. National morale will increase as a result.

### *Boost Law & Order*

- Maximum dollar amount available for Law & Order investments—\$6,553.5 billion.

This command boosts your nation's law and order. It helps increase your level of protection against terrorist and revolutionary attacks from Third World countries.

### *Manipulate Media*

- Maximum dollar amount available for Media investments—\$6,553.5 billion.

This command allows you to explain government activities to your country in an effort to obtain public support.



## INFORMATION

| MILT                 | ECON     | INTL     | NAT       | INFO | T. |
|----------------------|----------|----------|-----------|------|----|
| APR 1995             | U.S.A.   | GNP      | 5         |      |    |
|                      | POPUL    | MILITARY | 00K       |      |    |
|                      | GNP      | STRENGTH | .88       |      |    |
|                      | INSUPPL  | INTL     | 58%       |      |    |
|                      | EXPORT   | RELATION | 58%       |      |    |
|                      | MILITARY | CONTROL  | 58%       |      |    |
|                      | CONTROL  | ECONOMIC | 43%       |      |    |
|                      | GNP      | CONTROL  | 68%       |      |    |
|                      | GNP      | GNP      | 65.00     |      |    |
| 2510                 | >        | 331R     | 4118SPACE | 88   |    |
| COMMANDS REMAINING:4 |          |          |           |      |    |

This command allows you to see a variety of information (military strengths, GNP, etc.) pertaining to the other nations in the game. Since accessing information costs you nothing, it's a good idea to keep abreast of this data as often as possible.

### **GNP**

Gross National Product. The larger your GNP, the greater your tax base, the greater your budget.

### **Military Strength**

Press the **D-PAD LEFT** or **RIGHT** to toggle through the various military forces of the nation listed—Ground Forces, Air Forces, Naval Forces, and Satellite Forces.



### **International Relations**

This display shows what treaties exist for the nation highlighted. Non-aggression pacts, security treaties and trade agreements are listed for each of the 16 nations in the game.

### **Military Control**

This displays each nation's area of military control. Your nation is blue, your allies are green, and all others appear in various shades of red. Areas you have conquered appear in a darker shade of your nation's color. Partial control is indicated by a lighter shade of these colors. Areas not yet under any control are displayed in gray.

### **Economic Control**

This displays each nation's areas of economic control. Complete control of an area is indicated by a darker shade of the nation's color. Partial control is indicated by a lighter shade of the previously mentioned colors (see *Military Control*). Areas not yet under any control are displayed in gray.

## OPTION



### **File Commands**

This command allows you to save your data.

### **Music On**

Select this to turn the music on.

### **Music Off**

Select this to turn the music off.

### **End Turn**

Select this to finish one month of activity. You can also end the month by pressing the **START BUTTON** at the Main Menu.

## GOING TO BATTLE

Battle outcomes are based on the weapon attack strength, weapon count, and the commanders' abilities. When forces other than the army have won their battles against their enemy counterparts (for example, satellite forces vs. satellite forces), they will be able to act as support forces to assist in the army's battles.

### **Forces Comparison Screen**

| BAGHDAD                |                     |
|------------------------|---------------------|
| ATTACKERS              | DEFENDERS           |
| 8 SPY SATS             | 8                   |
| 1388 PLANES            | 248                 |
| 331 SHIPS              | 8                   |
| 16 ARMIES              | 16                  |
| PRESS ANY KEY TO START | STOCKPILED WEAPONRY |

The following is a review of the **Forces Comparison Screen**.

**National Flags:** Flags of the attacking nation and the defending nation will be displayed.

**Remember:** If you press any button while on this screen, the game will automatically proceed to the next battle screen.



## GOING TO BATTLE (CONT'D)

### Landing Battle Screen



These type of battles are automatically resolved based on weaponry, and the commander's abilities. If you make a successful landing here, the game will progress to the combative stage of the game in the **3/4 View Battle Screen**. Your investment against super weapons pays off greatly here. It also means you might have a larger force, but may lose the battle depending on the enemy's super weapons capabilities. The following is a review of the **Landing Battle Screen**.

**Flags:** The flags of the attacking nation, the nation under attack and the battle location will be displayed.

**Satellite Forces:** The strength of the Satellite Forces will be represented as a number of icons displayed on a bar graph.

**Air Forces:** The strength of the Air Forces will be represented as a number of icons displayed on a bar graph.

**Naval Forces:** The strength of the Naval Forces will be represented as a number of icons displayed on a bar graph.

**Ground Forces:** The strength of the Ground Forces will be represented as a number of icons displayed on a bar graph.

**Bases:** Only bases of the opposing nation will be displayed.

**Video Clips:** Animated scenes show advancement into enemy soil.

**Visuals:** Animated scenes will be displayed.



## 3/4 VIEW BATTLE SCREEN



You can engage in battle only if you have succeeded in landing your troops on enemy soil. A **3/4 View Battle Screen** will appear with the terrain of the conflict area. You must lead your army and supporting forces in an actual battle.

In battle, numerous methods of attack are available, from tank attacks and helicopter assaults to missile volleys and other related weapons.

**Cursor:** Use to specify a unit or an icon.

**Damage Graph:** This chronicles how many units you have available at any given time during battle. The maximum amount of units (helicopters, tanks, etc.) you can deploy in battle is 4,080. The number of units deployed will appear on the graph in blue. As you begin to lose units, the graph will gradually turn red. If you deploy all 4,080 units, the entire bar will appear blue.

### Battle Command Menu

Once in the **3/4 View Battle Screen**, move your cursor over the map terrain (not on a tank or chopper) and press **BUTTON C** to call up the **Battle Command Menu**. Press **BUTTON B** to close the window.

#### 1. Unit Commands

Attack enemy tanks and buildings.

Attack enemy tanks.

Cease-fire.



## 3/4 VIEW BATTLE SCREEN [CONT'D]

### 2. Unit Priorities

Fire first, move later.  
Move first, fire later.

### 3. Damage Graph

ON—Damage graph will be displayed when attacked.  
OFF—Damage graph will not be displayed.

### 4. Damage Status Report

Select this icon to get a damage report on the military units of both your country and enemy's.

### 5. Requesting Support Forces

Highlighting this icon will call naval, air and orbiting units in for support. Each support force can be called in only once during battle.

### 6. Retreat Command

Choose whether to attack or retreat.

### **Unit Command Menu**

Place your cursor over a friendly tank or chopper and press **BUTTON C**. A **Command Unit Menu** for directing individual tanks and helicopters will appear.

#### **The Command Window contains the following information:**

1. Country of manufacture of weaponry
2. Type of tank or helicopter
3. Command to advance
4. Fire command
5. Command for whole unit to move together

### **Enemy Data Window**

Place the cursor over an enemy tank or chopper and press **BUTTON C**. A window will then appear to display that tank or chopper's damage status, weapon type and country of manufacture.

When a tank or chopper is destroyed, it will disappear from the map. Eventually one side or the other will lose or retreat. These actions are considered losses, and the winning side will have secured the territory over which the battle was fought.



## WINS AND LOSSES

### **Wins**

A military victory is achieved when you've conquered 51 of the 85 areas with your military might.

An economic victory is achieved when you've conquered 60 of the 85 areas with your economic prowess.

### **Losses**

Losses result when:

- Your nation is occupied by another country
- Nuclear war breaks out
- You have not achieved victory after 60 years (you will be forced to retire from active duty between 60 and 70 years)



## ECONOMICS TABLE

The following is a list of the economic actions available to you, and their probable consequences:

| <u>Command</u>               | <u>Effects as related to amount invested</u>  |
|------------------------------|---|
| <b>Foreign Investment</b>    | You need over \$1 billion to have any effect. With over a \$10 billion investment, the probability that the target nation's economic graph will drop is 80%.  |
| <b>Economic Aid</b>          | You need over \$100 million to have any effect. With over \$5 billion the probability of having positive results in the nation you've provided aid to is 20%. |
| <b>Aid to Terrorism</b>      | You need over \$100 million to have any effect. Libya and Iraq have very high probability rates for success.  |
| <b>Aid to Revolutions</b>    | You need over \$5 billion to have any results. This percentage varies with each country.  |
| <b>Develop Industry</b>      | This figure varies according to the country's GNP. Possibilities exist with over a \$5 billion investment.  |
| <b>Increase Tax Audits</b>   | same as above   |
| <b>Boost Law &amp; Order</b> | same as above   |
| <b>Manipulate Media</b>      | same as above   |

## MILITARY TABLES

The following is a diagram listing the maximum number of military units available for battle:

|                          | <u>Attackers</u>   | <u>Defenders</u>   |
|--------------------------|--------------------|--------------------|
| <b>ORBITING FORCES</b>   |                    |                    |
| Spy satellites           | 250                | 250                |
| Air-to-Ground Satellites | 250                | 250                |
| Air-to-Air Satellites    | 250                | 250                |
| Orbiting Station         | 50                 | 50                 |
| <b>AIR FORCE</b>         | 8,000              | 8,000              |
| <b>NAVY</b>              |                    |                    |
| Air Craft Carriers       | 50                 | 50                 |
| Submarines               | 250                | 250                |
| Other                    | 250                | 250                |
| <b>GROUND FORCES</b>     | 4,080 x 16         | 4,080 x 16         |
| <b>BASES</b>             | cannot participate | cannot participate |

# MILITARY TABLES [CONT'D]

**Remember:** All figures are based on a scale of 1 through 99, with 99 being the most powerful or fastest.

## BATTLE TANKS

| Weapons Class                | Offensive Power | Defensive Power | Speed of Unit Mobilization | Offensive Count | Country of Manufacture |
|------------------------------|-----------------|-----------------|----------------------------|-----------------|------------------------|
| 001) ARTHUR BATTLE TANK      | 55              | 55              | 32                         | 62              | UK                     |
| 002) MBT2000 BATTLE TANK     | 47              | 48              | 32                         | 60              | UK                     |
| 003) SALVE BATTLE TANK       | 48              | 61              | 32                         | 62              | France                 |
| 004) LECLERC2 BATTLE TANK    | 46              | 46              | 32                         | 60              | France                 |
| 005) KAIZER BATTLE TANK      | 54              | 59              | 32                         | 63              | Germany                |
| 006) LEOPARD 3 BATTLE TANK   | 47              | 47              | 32                         | 60              | Germany                |
| 007) T-80L BATTLE TANK       | 40              | 41              | 30                         | 58              | Libya                  |
| 008) PARDA BATTLE TANK       | 64              | 58              | 32                         | 63              | S. Africa              |
| 009) FST3 BATTLE TANK        | 66              | 64              | 32                         | 63              | Russia                 |
| 010) FST2 BATTLE TANK        | 56              | 56              | 32                         | 60              | Russia                 |
| 011) BEIJING BATTLE TANK     | 32              | 35              | 30                         | 58              | China                  |
| 012) TYPE 100 BATTLE TANK    | 60              | 57              | 32                         | 60              | Japan                  |
| 013) KRISHNA BATTLE TANK     | 54              | 54              | 32                         | 62              | India                  |
| 014) SWAMI BATTLE TANK       | 48              | 48              | 32                         | 60              | India                  |
| 015) WODIN BATTLE TANK       | 37              | 62              | 32                         | 62              | Australia              |
| 016) LITTLE JOHN BATTLE TANK | 64              | 66              | 32                         | 62              | USA                    |
| 017) M1A1 BATTLE TANK        | 62              | 55              | 32                         | 59              | USA                    |
| 018) GRIZZLY BATTLE TANK     | 56              | 57              | 32                         | 53              | Canada                 |
| 019) D. NIKOR BATTLE TANK    | 56              | 51              | 32                         | 60              | Canada                 |
| 020) ATLAS BATTLE TANK       | 56              | 52              | 32                         | 63              | Brazil                 |
| 021) RIO BATTLE TANK         | 40              | 38              | 30                         | 58              | Brazil                 |
| 022) SOLOMON BATTLE TANK     | 55              | 59              | 32                         | 62              | Israel                 |
| 023) CRESCENT BATTLE TANK    | 56              | 55              | 32                         | 62              | Iraq                   |
| 024) A SHEIK BATTLE TANK     | 51              | 51              | 32                         | 60              | Iraq                   |

## ARMORED PERSONNEL CARRIERS (APC)

| Weapons Class                           | Offensive Power | Defensive Power | Speed of Unit Mobilization | Offensive Count | Country of Manufacture |
|---|-----------------|-----------------|----------------------------|-----------------|------------------------|
| 025) PHOENIX ARMORED PERSONNEL CARRIER  | 56              | 28              | 37                         | 43              | UK                     |
| 026) BEN HUR ARMORED PERSONNEL CARRIER  | 20              | 21              | 35                         | 62              | UK                     |
| 027) KITTY ARMORED PERSONNEL CARRIER    | 16              | 15              | 32                         | 59              | UK                     |
| 028) SORTIE 2 ARMORED PERSONNEL CARRIER | 21              | 23              | 35                         | 64              | France                 |
| 029) SORTIE ARMORED PERSONNEL CARRIER   | 09              | 18              | 35                         | 63              | France                 |
| 030) RAUS ARMORED PERSONNEL CARRIER     | 48              | 19              | 36                         | 41              | Germany                |
| 031) BRDM2I ARMORED PERSONNEL CARRIER   | 50              | 15              | 33                         | 38              | Libya                  |
| 032) ZULU ARMORED PERSONNEL CARRIER     | 52              | 21              | 36                         | 41              | S. Africa              |
| 033) BAOBAB ARMORED PERSONNEL CARRIER   | 48              | 17              | 34                         | 38              | S. Africa              |
| 034) NICHOLAI ARMORED PERSONNEL CARRIER | 52              | 25              | 36                         | 41              | Russia                 |
| 035) BRDM3 ARMORED PERSONNEL CARRIER    | 48              | 18              | 34                         | 38              | Russia                 |
| 036) NANJING ARMORED PERSONNEL CARRIER  | 53              | 13              | 33                         | 39              | China                  |
| 037) SHIVA ARMORED PERSONNEL CARRIER    | 48              | 17              | 34                         | 38              | India                  |
| 038) PYTHON ARMORED PERSONNEL CARRIER   | 16              | 30              | 37                         | 63              | Australia              |
| 039) AUSSIE ARMORED PERSONNEL CARRIER   | 52              | 20              | 36                         | 41              | Australia              |
| 040) WOMBAT ARMORED PERSONNEL CARRIER   | 48              | 18              | 34                         | 38              | Australia              |
| 041) SCORCHER ARMORED PERSONNEL CARRIER | 24              | 29              | 37                         | 63              | USA                    |
| 042) NAVajo ARMORED PERSONNEL CARRIER   | 36              | 20              | 37                         | 41              | USA                    |
| 043) TALIGENT ARMORED PERSONNEL CARRIER | 56              | 24              | 36                         | 43              | Canada                 |
| 044) MOHAWK ARMORED PERSONNEL CARRIER   | 20              | 19              | 35                         | 62              | Canada                 |
| 045) MASH ARMORED PERSONNEL CARRIER     | 16              | 15              | 32                         | 59              | Canada                 |
| 046) PICARO ARMORED PERSONNEL CARRIER   | 23              | 23              | 35                         | 63              | Brazil                 |
| 047) PARANA ARMORED PERSONNEL CARRIER   | 14              | 14              | 32                         | 59              | Brazil                 |
| 048) JEDI ARMORED PERSONNEL CARRIER     | 16              | 16              | 33                         | 59              | Israel                 |
| 049) KOR ARMORED PERSONNEL CARRIER      | 50              | 18              | 34                         | 38              | Saudi Arabia           |
| 050) ZHADAN ARMORED PERSONNEL CARRIER   | 56              | 25              | 36                         | 43              | Iraq                   |
| 051) SCIMITAR ARMORED PERSONNEL CARRIER | 08              | 14              | 36                         | 61              | Iraq                   |
| 052) MINARET ARMORED PERSONNEL CARRIER  | 50              | 14              | 33                         | 39              | Iraq                   |
| 053) SAINT-2 ARMORED PERSONNEL CARRIER  | 32              | 20              | 34                         | 44              | UK                     |
| 054) SAINT ARMORED PERSONNEL CARRIER    | 29              | 16              | 34                         | 43              | UK                     |
| 055) FREEDOM ARMORED PERSONNEL CARRIER  | 28              | 13              | 31                         | 40              | UK                     |

# MILITARY TABLES [CONT'D]

## ARMORED PERSONNEL CARRIERS (APC) (CON'T)

| Weapons Class                           | Offensive Power | Defensive Power | Speed of Unit Mobilization | Offensive Count | Country of Manufacture |
|---|-----------------|-----------------|----------------------------|-----------------|------------------------|
| 056) SALUT ARMORED PERSONNEL CARRIER    | 20              | 18              | 34                         | 54              | France                 |
| 057) GENDARME ARMORED PERSONNEL CARRIER | 12              | 15              | 34                         | 54              | France                 |
| 058) BMP-2L ARMORED PERSONNEL CARRIER   | 18              | 08              | 31                         | 50              | Libya                  |
| 059) KUDO ARMORED PERSONNEL CARRIER     | 28              | 12              | 31                         | 40              | S. Africa              |
| 060) KIROV ARMORED PERSONNEL CARRIER    | 47              | 16              | 34                         | 44              | Russia                 |
| 061) TAICHI ARMORED PERSONNEL CARRIER   | 24              | 11              | 31                         | 39              | China                  |
| 062) SAHIB ARMORED PERSONNEL CARRIER    | 28              | 13              | 31                         | 39              | India                  |
| 063) OUTBACK ARMORED PERSONNEL CARRIER  | 16              | 14              | 30                         | 50              | Australia              |
| 064) GALLOP ARMORED PERSONNEL CARRIER   | 34              | 21              | 32                         | 44              | USA                    |
| 065) M2A2 ARMORED PERSONNEL CARRIER     | 32              | 16              | 30                         | 43              | USA                    |
| 066) PONY ARMORED PERSONNEL CARRIER     | 36              | 17              | 34                         | 44              | Canada                 |
| 067) VICTORIA ARMORED PERSONNEL CARRIER | 32              | 15              | 34                         | 44              | Canada                 |
| 068) KAYAK ARMORED PERSONNEL CARRIER    | 10              | 08              | 29                         | 49              | Canada                 |
| 069) OCELOT ARMORED PERSONNEL CARRIER   | 30              | 16              | 34                         | 44              | Brazil                 |
| 070) SABRA ARMORED PERSONNEL CARRIER    | 16              | 13              | 34                         | 54              | Israel                 |
| 071) JIHAD ARMORED PERSONNEL CARRIER    | 26              | 13              | 32                         | 39              | Iraq                   |

## SELF-PROPELLED GUNS (SPG), ROCKET LAUNCHERS, AND HOWITZERS

| Weapons Class                 | Offensive Power | Defensive Power | Speed of Unit Mobilization | Offensive Count | Country of Manufacture |
|-------------------------------|-----------------|-----------------|----------------------------|-----------------|------------------------|
| 072) LIBERANT ROCKET LAUNCHER | 29              | 20              | 36                         | 22              | UK                     |
| 073) EXECUTOR ROCKET LAUNCHER | 20              | 16              | 35                         | 22              | UK                     |
| 074) VILAIN HOWITZER          | 30              | 18              | 36                         | 24              | France                 |
| 075) DOMMAGE ROCKET LAUNCHER  | 21              | 16              | 35                         | 22              | France                 |
| 076) AUF-2 HOWITZER           | 12              | 14              | 32                         | 29              | France                 |
| 077) VEGA ROCKET LAUNCHER     | 19              | 16              | 35                         | 22              | Germany                |
| 078) OBOE ROCKET LAUNCHER     | 32              | 16              | 35                         | 24              | Russia                 |
| 079) FUJIYAMA ROCKET LAUNCHER | 32              | 19              | 36                         | 24              | Japan                  |
| 080) SITAR ROCKET LAUNCHER    | 21              | 16              | 35                         | 22              | India                  |
| 081) OMEGA ROCKET LAUNCHER    | 28              | 18              | 35                         | 24              | Australia              |
| 082) EPSILON ROCKET LAUNCHER  | 04              | 13              | 37                         | 29              | Australia              |
| 083) MLRS2 ROCKET LAUNCHER    | 34              | 13              | 35                         | 22              | USA                    |
| 084) MAPLE ROCKET LAUNCHER    | 16              | 15              | 35                         | 23              | Canada                 |
| 085) PANTHEON ROCKET LAUNCHER | 18              | 18              | 35                         | 24              | Brazil                 |
| 086) ORPHEUS ROCKET LAUNCHER  | 20              | 16              | 35                         | 22              | Brazil                 |
| 087) HAIFA ROCKET LAUNCHER    | 14              | 13              | 35                         | 23              | Israel                 |
| 088) ZIGGURAT ROCKET LAUNCHER | 23              | 18              | 36                         | 24              | Iraq                   |
| 089) IMAM ROCKET LAUNCHER     | 20              | 15              | 35                         | 22              | Iraq                   |

# MILITARY TABLES [CONT'D]

## SURFACE-TO-AIR MISSILES (SAMS) & ANTI-AIR GUNS (AAG)

| Weapons Class                        | Offensive Power | Defensive Power | Speed of Unit Mobilization | Offensive Count | Country of Manufacture |
|--------------------------------------|-----------------|-----------------|----------------------------|-----------------|------------------------|
| 090) GAUNTLET SURFACE-TO-AIR MISSILE | 27              | 18              | 37                         | 43              | UK                     |
| 091) PHOBOS SURFACE-TO-AIR MISSILE   | 28              | 15              | 36                         | 41              | UK                     |
| 092) OMBRELLE SURFACE-TO-AIR MISSILE | 36              | 18              | 37                         | 43              | France                 |
| 093) TOUX ANTI-AIR GUN               | 18              | 15              | 36                         | 51              | France                 |
| 094) PHALANX ANTI-AIR GUN            | 22              | 19              | 37                         | 53              | Germany                |
| 095) GORGON SURFACE-TO-AIR MISSILE   | 28              | 13              | 36                         | 41              | Germany                |
| 096) ANS SURFACE-TO-AIR MISSILE      | 24              | 13              | 35                         | 42              | China                  |
| 097) YAK ANTI-AIR GUN                | 15              | 12              | 33                         | 49              | China                  |
| 098) SUTRA SURFACE-TO-AIR MISSILE    | 31              | 17              | 37                         | 43              | India                  |
| 099) SADU SURFACE-TO-AIR MISSILE     | 25              | 16              | 36                         | 41              | India                  |
| 100) BADET ANTI-AIR GUN              | 13              | 13              | 34                         | 48              | India                  |
| 101) AN ADATS SURFACE-TO-AIR MISSILE | 28              | 16              | 36                         | 41              | USA                    |
| 102) ODEON SURFACE-TO-AIR MISSILE    | 28              | 12              | 36                         | 41              | Canada                 |
| 103) ORION SURFACE-TO-AIR MISSILE    | 22              | 18              | 37                         | 43              | Brazil                 |
| 104) TEL AVIV SURFACE-TO-AIR MISSILE | 12              | 19              | 37                         | 43              | Israel                 |
| 105) ARON SURFACE-TO-AIR MISSILE     | 28              | 16              | 36                         | 41              | Israel                 |
| 106) MAR SURFACE-TO-AIR MISSILE      | 28              | 13              | 36                         | 41              | Iraq                   |

## HELICOPTERS

| Weapons Class                        | Offensive Power | Defensive Power | Speed of Unit Mobilization | Offensive Count | Country of Manufacture |
|--------------------------------------|-----------------|-----------------|----------------------------|-----------------|------------------------|
| 107) GAZELLE 2 HELICOPTER            | 62              | 28              | 90                         | 50              | UK                     |
| 108) TAMARIN HELICOPTER              | 63              | 30              | 96                         | 50              | France                 |
| 109) SPECTRE HELICOPTER              | 48              | 22              | 74                         | 43              | France                 |
| 110) LORELAI HELICOPTER              | 66              | 30              | 97                         | 50              | Germany                |
| 111) PAH-2 HELICOPTER                | 56              | 27              | 89                         | 50              | Germany                |
| 112) LOIRA HELICOPTER                | 56              | 22              | 74                         | 43              | S. Africa              |
| 113) Ka50 HELICOPTER                 | 60              | 26              | 85                         | 49              | Russia                 |
| 114) LUXEI HELICOPTER                | 60              | 24              | 79                         | 49              | China                  |
| 115) KAMIKAZE HELICOPTER             | 72              | 31              | 99                         | 50              | Japan                  |
| 116) VEDA HELICOPTER                 | 60              | 27              | 89                         | 50              | India                  |
| 117) PANGA HELICOPTER                | 50              | 24              | 80                         | 44              | India                  |
| 118) LONGBOW HELICOPTER              | 60              | 26              | 86                         | 49              | USA                    |
| 119) PERSEUS HELICOPTER              | 74              | 32              | 99                         | 50              | Canada                 |
| 120) RAMBO HELICOPTER                | 56              | 24              | 79                         | 43              | Canada                 |
| 121) AMIGO HELICOPTER                | 64              | 29              | 95                         | 50              | Brazil                 |
| 122) PLEIADES HELICOPTER             | 56              | 27              | 87                         | 50              | Brazil                 |
| 123) SHALLA HELICOPTER               | 56              | 29              | 97                         | 50              | Israel                 |
| 124) HAVA HELICOPTER                 | 56              | 28              | 91                         | 49              | Israel                 |
| 125) VIJA HELICOPTER                 | 40              | 22              | 72                         | 41              | Iraq                   |
| 126) DAISETSU SURFACE-TO-AIR MISSILE | 17              | 12              | 40                         | 50              | Japan                  |

# MILITARY TABLES [CONT'D]

## BATTLE TANKS

| Weapons Class                | Offensive Power | Defensive Power | Speed of Unit Mobilization | Offensive Count | Country of Manufacture |
|------------------------------|-----------------|-----------------|----------------------------|-----------------|------------------------|
| 127) MBT 80 BATTLE TANK      | 40              | 40              | 30                         | 52              | UK                     |
| 128) Mk5 BATTLE TANK         | 32              | 32              | 27                         | 52              | UK                     |
| 129) MK13 BATTLE TANK        | 28              | 26              | 25                         | 51              | UK                     |
| 130) LECLERC BATTLE TANK     | 40              | 40              | 30                         | 52              | France                 |
| 131) AMX-30 BATTLE TANK      | 32              | 32              | 27                         | 52              | France                 |
| 132) LEOPARD 2 BATTLE TANK   | 40              | 40              | 30                         | 52              | Germany                |
| 133) LEOPARD 1A4 BATTLE TANK | 32              | 32              | 27                         | 52              | Germany                |
| 134) T-55 BATTLE TANK        | 28              | 26              | 25                         | 53              | Russia                 |
| 135) T-72 BATTLE TANK        | 32              | 32              | 27                         | 52              | Russia                 |
| 136) MERKAVA BATTLE TANK     | 40              | 40              | 30                         | 52              | Israel                 |
| 137) T-80 BATTLE TANK        | 40              | 40              | 30                         | 52              | Russia                 |
| 138) MODEL 80 BATTLE TANK    | 32              | 32              | 27                         | 52              | China                  |
| 139) TYPE 90 BATTLE TANK     | 40              | 40              | 30                         | 52              | Japan                  |
| 140) TYPE 74 BATTLE TANK     | 32              | 32              | 27                         | 52              | Japan                  |
| 141) TYPE 61 BATTLE TANK     | 28              | 26              | 25                         | 51              | Japan                  |
| 142) ARJUN BATTLE TANK       | 40              | 40              | 30                         | 52              | India                  |
| 143) VIJANTA BATTLE TANK     | 40              | 36              | 27                         | 52              | India                  |
| 144) M1A1 BATTLE TANK        | 40              | 40              | 30                         | 52              | USA                    |
| 145) M60A3 BATTLE TANK       | 32              | 32              | 27                         | 51              | USA                    |
| 146) MERKAVA3 BATTLE TANK    | 48              | 48              | 32                         | 57              | Israel                 |

## ARMORED PERSONNEL CARRIERS (APC) & MECHANIZED INFANTRY COMBAT VEHICLES (MICV)

| Weapons Class                            | Offensive Power | Defensive Power | Speed of Unit Mobilization | Offensive Count | Country of Manufacture |
|--|-----------------|-----------------|----------------------------|-----------------|------------------------|
| 147) SCORPION ARMORED PERSONNEL CARRIER  | 24              | 15              | 30                         | 57              | UK                     |
| 148) FERRET ARMORED PERSONNEL CARRIER    | 12              | 09              | 27                         | 54              | UK                     |
| 149) AMX-13 ARMORED PERSONNEL CARRIER    | 34              | 13              | 31                         | 57              | France                 |
| 150) Rjpz2 ARMORED PERSONNEL CARRIER     | 49              | 17              | 34                         | 38              | Germany                |
| 151) BRDM2 ARMORED PERSONNEL CARRIER     | 31              | 13              | 31                         | 37              | Russia                 |
| 152) BRDM1 ARMORED PERSONNEL CARRIER     | 25              | 11              | 28                         | 32              | Russia                 |
| 153) EE-9 ARMORED PERSONNEL CARRIER      | 18              | 13              | 36                         | 57              | Brazil                 |
| 154) ELADO 90 ARMORED PERSONNEL CARRIER  | 30              | 14              | 36                         | 57              | S. Africa              |
| 155) PT-76 ARMORED PERSONNEL CARRIER     | 24              | 10              | 28                         | 52              | Russia                 |
| 156) MODEL 62 ARMORED PERSONNEL CARRIER  | 25              | 10              | 28                         | 52              | China                  |
| 157) TYPE 60 ARMORED PERSONNEL CARRIER   | 20              | 10              | 28                         | 52              | Japan                  |
| 158) CCVL ARMORED PERSONNEL CARRIER      | 52              | 18              | 34                         | 58              | USA                    |
| 159) M-901 ARMORED PERSONNEL CARRIER     | 30              | 15              | 31                         | 37              | USA                    |
| 160) COUGAR ARMORED PERSONNEL CARRIER    | 24              | 09              | 30                         | 58              | Canada                 |
| 161) AML-60 ARMORED PERSONNEL CARRIER    | 32              | 12              | 30                         | 57              | Saudi Arabia           |
| 162) MCV-80 ARMORED PERSONNEL CARRIER    | 08              | 09              | 28                         | 50              | UK                     |
| 163) FV-432 ARMORED PERSONNEL CARRIER    | 04              | 08              | 26                         | 44              | UK                     |
| 164) AMX-10P ARMORED PERSONNEL CARRIER   | 08              | 08              | 28                         | 50              | France                 |
| 165) VAB ARMORED PERSONNEL CARRIER       | 05              | 07              | 26                         | 45              | France                 |
| 166) TH-495 ARMORED PERSONNEL CARRIER    | 32              | 15              | 34                         | 44              | Germany                |
| 167) MARDER A1 ARMORED PERSONNEL CARRIER | 30              | 13              | 31                         | 40              | Germany                |
| 168) BMP-1 ARMORED PERSONNEL CARRIER     | 17              | 10              | 28                         | 40              | Russia                 |
| 169) M-113 ARMORED PERSONNEL CARRIER     | 04              | 08              | 25                         | 45              | USA                    |
| 170) BTR-60P ARMORED PERSONNEL CARRIER   | 04              | 05              | 25                         | 45              | Russia                 |
| 171) EE-11 ARMORED PERSONNEL CARRIER     | 14              | 09              | 28                         | 39              | Brazil                 |
| 172) RATEL 90 ARMORED PERSONNEL CARRIER  | 04              | 08              | 25                         | 45              | S. Africa              |
| 173) BMP-3 ARMORED PERSONNEL CARRIER     | 28              | 14              | 31                         | 40              | Russia                 |
| 174) BMP-2 ARMORED PERSONNEL CARRIER     | 18              | 11              | 28                         | 39              | Russia                 |

# MILITARY TABLES [CONT'D]

## ARMORED PERSONNEL CARRIERS (APC) & MECHANIZED INFANTRY COMBAT VEHICLES (MICV) (CONT'D)

| Weapons Class                           | Offensive Power | Defensive Power | Speed of Unit Mobilization | Offensive Count | Country of Manufacture |
|---|-----------------|-----------------|----------------------------|-----------------|------------------------|
| 175) MODEL 77 ARMORED PERSONNEL CARRIER | 05              | 07              | 25                         | 45              | China                  |
| 176) TYPE 88 ARMORED PERSONNEL CARRIER  | 29              | 14              | 31                         | 40              | Japan                  |
| 177) TYPE 73 ARMORED PERSONNEL CARRIER  | 03              | 08              | 25                         | 45              | Japan                  |
| 178) M2 ARMORED PERSONNEL CARRIER       | 28              | 14              | 31                         | 40              | USA                    |
| 179) AAV7 A1 ARMORED PERSONNEL CARRIER  | 14              | 10              | 28                         | 50              | USA                    |

## SELF PROPELLED GUNS (SPG) AND ROCKET LAUNCHERS

| Weapons Class                   | Offensive Power | Defensive Power | Speed of Unit Mobilization | Offensive Count | Country of Manufacture |
|---------------------------------|-----------------|-----------------|----------------------------|-----------------|------------------------|
| 180) MLRS ROCKET LAUNCHER       | 17              | 13              | 32                         | 19              | USA                    |
| 181) M-109 SELF PROPELLED GUN   | 08              | 10              | 29                         | 28              | USA                    |
| 182) AUF-1 SELF-PROPELLED GUN   | 08              | 11              | 29                         | 28              | France                 |
| 183) BM-21 ROCKET LAUNCHER      | 10              | 10              | 29                         | 18              | Russia                 |
| 184) G-6 SELF-PROPELLED GUN     | 13              | 14              | 32                         | 28              | S. Africa              |
| 185) VATRIUS SELF-PROPELLED GUN | 02              | 08              | 26                         | 24              | S. Africa              |
| 186) 2S19 SELF-PROPELLED GUN    | 12              | 10              | 32                         | 29              | Russia                 |
| 187) TYPE 75 SELF-PROPELLED GUN | 08              | 11              | 30                         | 28              | Japan                  |
| 188) ABBOT SELF-PROPELLED GUN   | 03              | 08              | 26                         | 24              | UK                     |
| 189) M-7 SELF-PROPELLED GUN     | 04              | 06              | 26                         | 24              | Brazil                 |

## ANTI-AIR SYSTEMS

| Weapons Class                        | Offensive Power | Defensive Power | Speed of Unit Mobilization | Offensive Count | Country of Manufacture |
|--------------------------------------|-----------------|-----------------|----------------------------|-----------------|------------------------|
| 190) RAPIER SURFACE-TO-AIR MISSILE   | 19              | 11              | 31                         | 37              | UK                     |
| 191) ROLAND 2 SURFACE-TO-AIR MISSILE | 27              | 14              | 34                         | 38              | Germany                |
| 192) CROTALE SURFACE-TO-AIR MISSILE  | 22              | 11              | 30                         | 37              | France                 |
| 193) AMX13DAC ANTI-AIR GUN           | 10              | 07              | 28                         | 42              | France                 |
| 194) GEPARD ANTI-AIR GUN             | 16              | 11              | 31                         | 47              | Germany                |
| 195) SA-13 SURFACE-TO-AIR MISSILE    | 19              | 10              | 30                         | 37              | Russia                 |
| 196) ZSU-23-4 ANTI-AIR GUN           | 08              | 08              | 28                         | 42              | Russia                 |
| 197) ISTABAK ANTI-AIR GUN            | 09              | 08              | 28                         | 42              | S. Africa              |
| 198) SA-19 ANTI-AIR GUN              | 18              | 13              | 34                         | 38              | Russia                 |
| 199) MODEL 63 ANTI-AIR GUN           | 08              | 08              | 28                         | 42              | China                  |
| 200) PATRIOT SURFACE-TO-AIR MISSILE  | 22              | 16              | 29                         | 38              | USA                    |
| 201) TYPE 81 SURFACE-TO-AIR MISSILE  | 19              | 11              | 31                         | 37              | Japan                  |
| 202) M48 SURFACE-TO-AIR MISSILE      | 21              | 10              | 31                         | 37              | USA                    |
| 203) M-163 ANTI-AIR GUN              | 08              | 08              | 28                         | 42              | USA                    |
| 204) SA-8 SURFACE-TO-AIR MISSILE     | 21              | 10              | 30                         | 37              | Russia                 |



## MILITARY TABLES [CONT'D]

### HELICOPTERS

| Weapons Class           | Offensive Power | Defensive Power | Speed of Unit Mobilization | Offensive Count | Country of Manufacture |
|-------------------------|-----------------|-----------------|----------------------------|-----------------|------------------------|
| 205) GAZELLE HELICOPTER | 51              | 20              | 67                         | 43              | UK                     |
| 206) LYNX HELICOPTER    | 28              | 16              | 56                         | 37              | UK                     |
| 207) Bo-105 HELICOPTER  | 51              | 20              | 66                         | 43              | Germany                |
| 208) CH-1 HELICOPTER    | 16              | 16              | 55                         | 37              | USA                    |
| 209) Mi-24 HELICOPTER   | 53              | 20              | 67                         | 43              | Russia                 |
| 210) Mi-17 HELICOPTER   | 48              | 16              | 56                         | 37              | Russia                 |
| 211) SA-316 HELICOPTER  | 48              | 20              | 67                         | 43              | South Africa           |
| 212) Mi-28 HELICOPTER   | 53              | 24              | 78                         | 44              | Russia                 |
| 213) UH-60 HELICOPTER   | 44              | 21              | 69                         | 43              | USA                    |
| 214) Z-5 HELICOPTER     | 32              | 17              | 59                         | 37              | China                  |
| 215) H-1 HELICOPTER     | 52              | 22              | 72                         | 43              | USA                    |
| 216) AH-64 HELICOPTER   | 56              | 26              | 85                         | 44              | USA                    |



## THIRD WORLD WAR TUTORIAL

### Turn 1

This tutorial is a follow-along guide to gameplay designed to lead you—step-by-step—from the **Main Menu** into a full-fledged battle. Use this tutorial to gain a better understanding of the game controls and how to use the different menus in the game. Good luck!

### General Information

First insert the Sega CD and press the **START BUTTON**. Press the **START BUTTON** to bypass all the title screens. Use the **D-PAD** to select items from the various Command and Sub-Menus. Use **BUTTON C** to enter and confirm all your selections in the various Command and Sub-Menus.

### Menu Screen



When you reach the **Menu Screen**, select **NEW GAME** and press the **START BUTTON**. You will then reach the **Scenario Screen**.



# THIRD WORLD WAR TUTORIAL [CONT'D]



Here, highlight **THE THIRD WORLD WAR**, press the **START BUTTON** to enter your selection, and you will then reach the **Nation Select Screen**. Select **USA**. You will then be shown the **Scenario Introduction Screen**. Press the **START BUTTON** when finished (or to bypass). This will take you to the **Main Menu Screen**.



The game commences in April 1995. Initially, the United States is given four commands per turn. The number of commands remaining are displayed at the bottom of the **Main Menu Screen**. Each turn is worth one month's activity. Each month, additional funds will be allocated to your budget. Even without funds, the following commands are available to you:

1. Recruit troops
2. Execute and cancel treaties

Use the **D-PAD** to toggle between the various Command Menus (Military, Economic, International, National, Information, and Options), select **MILT** and press **BUTTON C** to call up the *Military Sub-Menu*.



Here the Military Sub-Menu will appear. Highlight **DEPLOY ABROAD** and press **BUTTON C** to access the menu. From the *Deploy Abroad Command Menu*, choose your destination, press **BUTTON C** and you will reach the **World Map Screen**.





## THIRD WORLD WAR TUTORIAL [CONT'D]

Here, press the **D-PAD** to toggle through your choices of nations to attack (note the military and economic strength of the nations in the upper right hand corner). It is wise to choose a smaller, weaker nation to attack in the early stages of the game.

For the tutorial, we will choose Iraq. Press **BUTTON C** when Iraq is highlighted on the **World Map Screen**. Then choose a city. Since Iraq is small, Baghdad is your only choice. Press **BUTTON C** again to return to the *Forces To Deploy Sub-Menu* under **DEPLOY ABROAD**.

| MILIT          | ECON                     | INTL    | NATL | INFO | OPT. |
|----------------|--------------------------|---------|------|------|------|
| RECRU<br>TROOP | FORCES TO DEPLOY         | 0M      | 5    |      |      |
| DEVEL<br>HEAPD | DESTINATION              | BAGHDAD | BBB  | K    |      |
| FORM<br>UNITS  | ARMIES<br>MOBILIZED      | 16      | BB   |      |      |
| SUPPO<br>FORCE | SUPPORTING<br>SHIPS      | 331     | BB   |      |      |
| DEPLO<br>ABROR | SUPPORTING<br>PLANES     | 1388    | BB   |      |      |
| AIR<br>STRIK   | SUPPORTING<br>SATELLITES | 88      | BB   |      |      |
| HMMY>          | COST OF<br>OPERATIONS    | 153. BB | BB   |      |      |

Next, highlight **ARMIES MOBILIZED** and press **BUTTON C** to choose which armies you want to send into battle—the maximum number of armies you can deploy into any battle is 16 units. When the army number appears in pink, the army has been selected. After you've finished selecting all the armies you would like deployed, press **BUTTON B**. This will take you back to the *Forces To Deploy Sub-Menu* under **DEPLOY ABROAD**.

If you try to choose more than 16 armies, an error beep will sound, and additional armies will not be highlighted.

## SUPPORTING SHIPS

| MILIT                   | ECON   | INTL | NATL   | INFO      | OPT. |
|-------------------------|--------|------|--------|-----------|------|
| APR 1995                | U.S.A. | MIL  | 500M   | 5         |      |
| <b>SUPPORTING SHIPS</b> |        |      |        |           |      |
| TYPES                   | TOTAL  | BBB  | TROOPS | 1. BB     |      |
| AIRCRAFT<br>CARRIERS    | 13     | BB   | 58%    | 58%       |      |
| SUBMARINES              | 121    | BB   | 38     | 43%       |      |
| OTHER<br>WARSHIPS       | 197    | BB   | 48     | 67%       |      |
| BBB                     | 2518   | BBB  | 331BB  | 4118SPACB | BB   |

Highlight **SUPPORTING SHIPS** and press **BUTTON C** to access the *Supporting Ships Sub-Menu*. When **AIRCRAFT CARRIER** is highlighted, press **BUTTON C** to enter the number of troops/carriers you wish to deploy. On the left will be the number your military has available. The right-hand side is where you input the number you would like to deploy. Press the **D-PAD UP/DOWN** to increase/decrease the numbers in increments of tens. Press the **D-PAD RIGHT/LEFT** to increase/decrease numbers by single digits. (Iraq is a strong opponent, so we suggest deploying all the forces you have available.)

After entering the number of units you want deployed, press **BUTTON C** to confirm entry. Next, highlight **SUBMARINES** and follow the above procedure to enter data.

Now select **OTHER WARSHIPS** and follow the above procedure to enter data.

When all entries are complete for Supporting Ships, press **BUTTON B** to return to the *Forces To Deploy Sub-Menu* for **DEPLOY ABROAD**. Highlight **SUPPORTING PLANES** and press **BUTTON C**. Press **BUTTON C** again to enter number of planes you want to deploy.



## THIRD WORLD WAR TUTORIAL [CONT'D]

**Remember:** For every aircraft carrier you have deployed, you can take 100 planes into battle. Only when attacking an adjacent nation can you send in planes without aircraft carriers. When you reach the maximum number of planes deployable (based on the number of aircraft carriers you have deployed) you will not be able to enlist any more planes.

Now press **BUTTON C** to confirm entry and press **BUTTON B** to return to the *Forces To Deploy Sub-Menu* for **DEPLOY ABROAD**. (You may also deploy Supporting Satellites for your battles, but in this battle against Iraq, it will not be necessary, and the cost is prohibitive.)

At the bottom of the *Forces To Deploy Sub-Menu* is the total cost of the military operation. If your current budget is not sufficient to cover these military operations, you will still be able to launch an attack, but your GNP will decline.

Once you have checked to see that the amounts chosen are correct, press **BUTTON B** to return to the *Military Sub-Menu*.

A message of protest from other nations may appear. You can choose to go ahead with your attack, or cancel it on the *Confirm Command Menu*. Highlight **YES** and press **BUTTON C** to confirm entry. You will hear a light bleep to indicate your command has been relayed and you will go to the *Military Sub-Menu*.

You'll notice that your budget is now zero. Even though you have three commands remaining, we suggest you end your turn here. You may do this either by:

1. Going into the Options Menu (at the very right of the screen) and highlighting **END TURN**. Press **BUTTON C** and you will be given the opportunity to end your turn by highlighting **YES**, or take another chance by selecting **NO**.
2. Go to the **Main Menu Screen** and press the **START BUTTON**. The *End Turn Command Menu* will again appear. Choose **YES**.

After you have completed your turn, the battle will begin.

| BAGHDAD                |                    |
|------------------------|--------------------|
| ATTACKERS              | DEFENDERS          |
| 8 SPY SATS             | 8                  |
| 1300 PLANES            | 248                |
| 331 SHIPS              | 8                  |
| 16 ARMIES              | 16                 |
| PRESS ANY KEY TO START | STOCKPILED WEAPONY |

After a few brief messages, the **Forces Comparison Screen** will appear to provide you with statistics on the forces you have mobilized for the battle, and the number of units in your enemy's arsenal. Press **BUTTON A**, **B**, or **C** to commence the battle. The **Landing Battle Screen** will then appear.



Here, windows of animation reflect the various forces you've deployed and a graphic layout of the forces deployed on either side (this information will determine your chances of successfully landing on enemy soil). If you manage to successfully land on enemy soil, you will automatically proceed to the **3/4 View Battle Screen**.



## THIRD WORLD WAR TUTORIAL [CONT'D]



This is a 3/4 bird's-eye view battle map. Your forces' statistics and the enemy's statistics will appear on this screen when you first start the battle. This information will let you know how strong each tank is, the number of units associated with that tank and exactly what supporting forces have been deployed.



Press the **START BUTTON** to begin the battle.

Now choose your target. First, place the cursor over terrain and press **BUTTON C**. The *Battle Command Menu* will then appear. From here, select the enemy target. Use the **D-PAD** to move through the various command lines, then press **BUTTON C** to toggle through the options.



Next, choose whether to emphasize firing over mobility, or movement over firing (we suggest having firing be a priority).

Now choose whether you want the damage graphs to appear during battle (until you're more familiar with the game, we suggest keeping this option on).

The fourth line will display both sides' statistics. It is a good idea to refer back every now and again to get an up-to-date status on the battle.

The fifth line will bring your support forces into play. When you're ready for help, highlight this command line and press **BUTTON C**. A window will appear to give you the choice of satellite, air, or naval support. Press **BUTTON C** when you're ready to implement your support forces.

The sixth command allows you to retreat—only use this when you are most desperate. Press **BUTTON B** when you are ready to exit this command window.

Next, place the cursor over one of your lead tanks and press **BUTTON C**. A unit command menu will then appear. Highlight the third line, which will get all the tanks to move together, and press **BUTTON C**. You will notice that your blue cursor has changed to green (and all action on the screen has temporarily stopped). This allows you to indicate the target location for your tanks to attack. Use the **D-PAD** to scroll to where the enemy tanks are, place the cursor over an enemy tank and press **BUTTON C** to relay your command.

When you highlight the fire command, the cursor will turn yellow, and all action will stop until the target has been indicated by moving the cursor to an enemy tank and pressing **BUTTON C**. Here you can direct specific tanks to specific enemy targets, and give individual orders to shoot.



## THIRD WORLD WAR TUTORIAL [CONT'D]

When the battle is over, a message will be given. In this case, you should have won.

It is now May 1995. You are one turn and one month into the game and you have been allotted your monthly budget.

This should get you started. Continue the game using a combination of economic and military maneuvers to conquer the world. Remember, investments made early on in the game will pay off later. Whenever you have additional funds, invest in your nation's industry. This will help you develop more powerful weapons later on in the game.

## TURN 2—MAY 1995

Repeat the above steps and attack Libya.

## TURN 3, 4, 5—JUNE, JULY, AUGUST 1995

In order to increase your budget, you may want to choose to end a number of turns in a row without any commands. This will increase your operating revenue.

At the Main Menu press the **START BUTTON**. Highlight **YES** in the *End Turn Command* and press **BUTTON C**. Repeat this procedure for all three turns.



## TURN 6—SEPTEMBER 1995

| MILT                  | ECON | INTL                 | DOMESTIC | POLITICS | FO      | OPT. |
|-----------------------|------|----------------------|----------|----------|---------|------|
| APR 1995              | U.S. | DEVELOP<br>INDUSTRY  | 5        | DOWN 5   |         |      |
|                       |      | INCREASE<br>TAX REV. |          |          | 223000K |      |
|                       |      | BOOST<br>LAW ORDERS  |          |          | 5681.88 |      |
|                       |      | HANIPUL<br>MEDIA     |          |          | 58%     |      |
|                       |      | LEVEL<br>OF<br>TRUST |          |          | 58%     |      |
|                       |      | BUDGET<br>AVATABLE   |          |          | 43%     |      |
|                       |      |                      |          |          | 68%     |      |
|                       |      |                      |          |          | 65.88   |      |
| 2518                  | 3318 | 4118                 | SPACE    |          | 88      |      |
| COMMANDS REMAINING: 4 |      |                      |          |          |         |      |

While the pay-off may not appear immediately, we suggest you invest money in developing your nation's industries. Now that you have some additional funds, it would be wise to invest. **DEVELOPING INDUSTRY** requires a minimum investment that varies based on what country you are.)

Highlight **NATL** and press **BUTTON C** to enter the National Sub-Menu. Highlight **DEVELOP INDUSTRY** and press **BUTTON C**. Use the **D-PAD** to enter the amount you wish to invest. Invest at least \$30 billion. Press **BUTTON C** when the amount is entered. The *Confirm Command Menu* will appear. Highlight **YES** and press **BUTTON C** to confirm.

You have three commands remaining. Go into the *Military Sub-Menu* and select **AIR STRIKES**. Now try launching a cruise missile on Tokyo. First select the **TARGET** and select **JAPAN**. Press **BUTTON C**. The list of cities available will appear. Select **TOKYO**. Now select **CRUISE MISSILE**. Highlight **YES** on the *Confirm Command Menu* and press **BUTTON C**.



## TURN 6—SEPTEMBER 1995 [CONT'D]

Use your remaining two commands to launch two more cruise missiles on Tokyo. Only one missile may be launched at a time.

When finished, press **BUTTON B** to return to the *Main Menu* and press the **START BUTTON**. Highlight **YES** in the *End Turn Window* and press **BUTTON C**. You will now see your missiles launch on the **World Map Screen**. Whether or not they reach their destination will depend on your nation's level of technological military developments.



## TURN 7—OCTOBER 1995

Highlight **ECON** and press **BUTTON C**. Select **FOREIGN INVESTMENT**. Select the nation you want to make your investment in—select **IRAQ** and **BAGDAD** as the city. Now input the investment amount using the **D-PAD**. Highlight **YES** on the *Confirm Command Menu* and press **BUTTON C**.

A graph displaying Baghdad's economic and industrial status will appear. These graphs will decrease depending upon the amount you invest. You have no money remaining in your budget. You can recruit troops without financial backing. You can recruit up to 1,000 men without any finances.



To recruit troops, select the *Military Sub-Menu*. Now select **RECRUIT TROOPS**. When the number to recruit is highlighted, press **BUTTON C**. Use the **D-PAD** to enter 1,000 men and press **BUTTON B** when you're finished. Confirm your command on the *Confirm Command Menu* and press **BUTTON C**.

Press **BUTTON B** to return to the **Main Menu Screen**. You still have two commands left, but we suggest ending your turn so you will have access to the next month's budget.

Press the **START BUTTON** and the *End Turn Window* will appear on the screen. Highlight **YES** and press **BUTTON C** to end your turn.

## TURN 8—NOVEMBER 1995

Launch a military attack on South Africa.



## NOTES OF WORLD DOMINATION

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## NOTES OF WORLD DOMINATION

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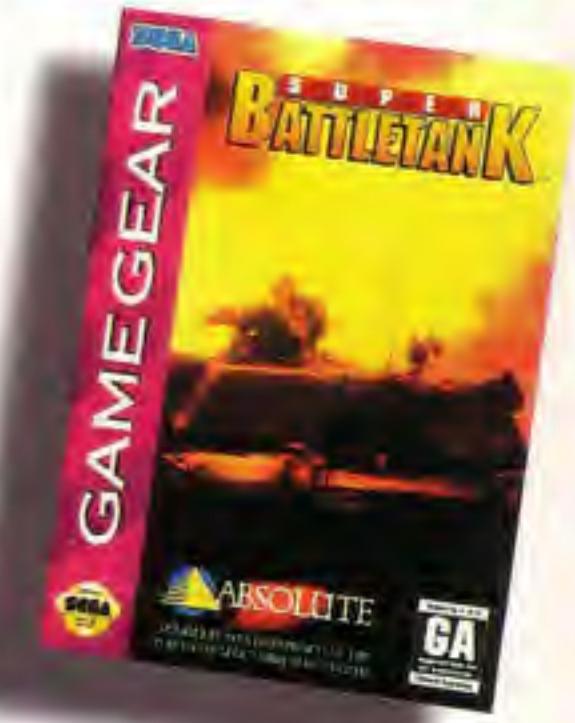
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